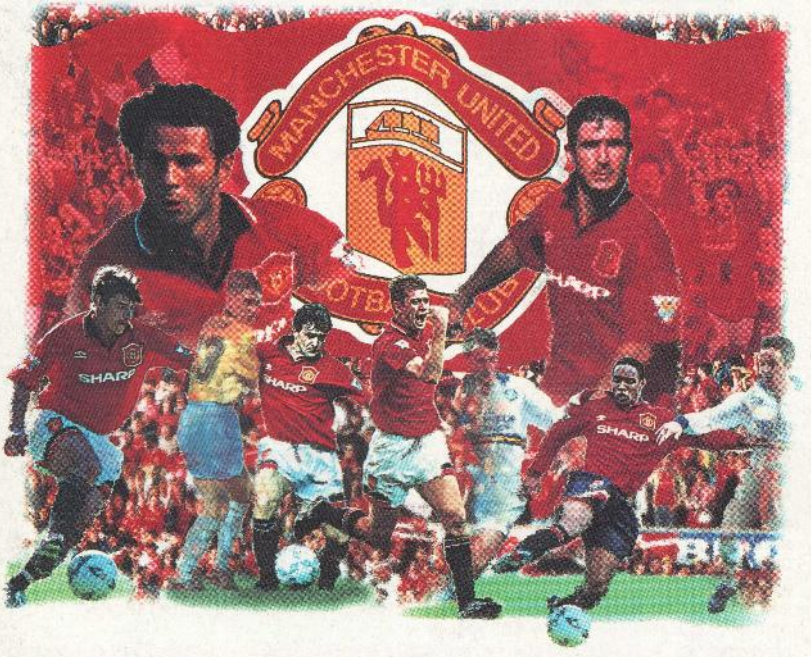
SNSP-AOMP-EUR

MANCHESTER UNITED CHAMPIONSHIP SOCCER



TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

INSTRUCTION BOOKLET

ocean

manchester united championship soccer

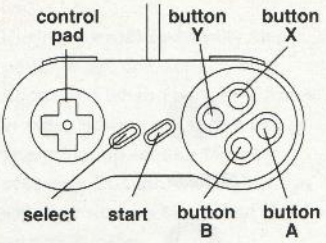
Manchester United Championship Soccer offers all the thrills and excitement of the big match. Join the Red Devils as they attempt to once again achieve cup glory - both in the home competitions and in Europe.

Accurate statistics and superb presentation offer you fever-pitched excitement and realistic soccer action right up until the final whistle is blown. Two different pitch views and slow-motion replays ensure you miss none of the action as Giggsy floats a peach of a ball into the path of the rampant Cantona. Make the crucial decisions that Alex Ferguson would normally be responsible for. With the aid of the revolutionary Tactigrid system you can easily change your team's strategy and tactics as you look for that last minute winner!

BEFORE STARTING THE GAME

Make sure the power to your Super Nintendo Entertainment System™ is switched off.
Insert the Game Pak, then switch the power on.
To skip the intro screens and copyright message, press any button on the Control Pad.

controls



CONTROL PAD UP/DOWN -

Moves ball cursor between menu items.

CONTROL PAD LEFT/RIGHT -

Change current selection options (where appropriate).

SELECT -

Cycle between menu items.

BUTTONS A/B/X/Y/START -

Activate current selection (i.e. Sub-menu or start competition).

START -

Push the START button to pause the game. Press START again to resume. In a 2-player match only the person who paused the game can restart the match.

MATCH CONTROLS

During the match you can use the following controls:

match controls

MOVEMENT

Move the currently selected player on your team (i.e. the player with the number above his head) around with the Control Pad.

KICKING

There are 3 buttons for 3 different types of kick. To kick the ball low along the ground use button A. To chip the ball up in the air use button X. Both these kicks will be more powerful the longer you keep the button pressed. The ball will not be kicked until the button is released or full power has been reached. If you tap the button quickly then the player will attempt to pass the ball to a team mate. To instantly kick at full power use Button B. This is identical to holding down Button A until full power has built up but the ball is kicked instantly.

SWERVE

After the ball has been kicked you can add swerve by using the L or R Button on the Control Pad.

CHANGE VIEW

Press the SELECT button to change from the isometric viewpoint to the overhead viewpoint and vice-versa.

options

PANEL

During normal open play the panel is off the screen, only appearing when there is a break in play. However, you can bring the panel up at any time by pressing Button Y. This button will also remove the panel if it is on the screen.

In addition, from time to time the referee or commentator will pop up onto the screen. They will vanish after a short time but you can make them go away at any time by pressing Button Y.

MAIN MENU

At the Main Menu you are presented with COMPETITION, OPTIONS and PASSWORD. These menu choices divide into sub menus and are detailed as follows:-

OPTIONS

The Options Screen presents you with Match Length,

ISO Control, Sound, Pop Ups, and Password.

MATCH LENGTH

Allows you to select the time of your game from 4 minutes, 6 minutes, 8 minutes or 10 minutes.

ISO CONTROL

Isometric control option for either NORMAL or ROTATED control.

SOUND

Use your directional keys to choose Music & SFX, SFX only, Music only or None, i.e. no music and no sound effects.

'POP UPS'

The Pop Up screen will give you a running commentary of the game play including the referee's comments. You can choose how much or how little information you want on screen by selecting All - all running commentary, Commentary only, Referee only, or None, i.e. no pop up screen throughout the game.

passwords

PASSWORDS

Passwords are available after every match in the League or the European Cup games.

competition screen

The Password Screen can be accessed via the Main Menu.

To enter your password, use the directional keys on the Control Pad.
Push Button A or R to advance a letter or Button Y or L to go back a letter. Once you have entered your correct password press the START button to begin play.

COMPETITION SCREEN

The Competition Screen gives you 5 different match types to choose from: Instant Action, Head to Head, League Ladder, Custom League and European Cup.

Use the Control Pad to make your selection.

INSTANT ACTION

Play a one-off match between a human team and a computer team.

HEAD TO HEAD

Play a one-off match between two human teams.

LEAGUE LADDER

Pick a team from the Premier League and play all the other Premier League teams in ascending order of difficulty,

competition screen

until you lose a match or have beaten all the other teams.

CUSTOM LEAGUE

Pick up to a maximum of 4 teams and play a mini-league competition. Each team may be either human or computer controlled, and the number of rounds and number of points for a win can be varied.

EUROPEAN CUP

Pick a team from any of the twenty-four countries in the European Cup and play the full competition.

1ST ROUND

2 leg knockout with 16 non-seeded teams (see below).

Steau Bucharest	Galatasaray
Sparta Prague	IFK Gothenburg
Silkeborg	Dinamo Kiev
Servette Geneva	Rangers
Maccabi Haifa	Hadjuk Split
Vac FC Samsung	Slovan Bratislava
AEK Athens	Austria Salsburg
Benfica	Legia Warsan

2ND ROUND

4 mini leagues of 4 teams (2 seeds + 2 non-seeds). The top 2 teams from each league go through to the next round.

team selection

3RD ROUND

2 leg knockout (away goals + extra time + penalties).

4TH ROUND

2 leg knockout (away goals + extra time + penalties).

5TH ROUND

FINAL 1 leg knockout (extra time + penalties).

TEAM SELECTION

You will be asked to select your team(s) for each competition. The number of computer and human teams required is displayed at the bottom of the screen. Move the arrow pointer over the team you wish to select/deselect and press Button A, B, X or Y. When you have selected the team(s) required, move the arrow pointer and click on the Green Tick. If you wish to cancel the selection(s), move the arrow pointer and click on the Red Cross; this will return you to the Main Menu.

kit selection

Please note that some teams will be unavailable for selection depending on the type of competition. These teams appear in a dark colour to indicate that they cannot be selected.

KIT SELECTION

Before each match you will be given a Kit Selection Screen. The Home Team will always play in their first strip (displayed at the top of the screen). You will be able to select the kit used by the Away Team to avoid kit clash.

This screen is also where the directional pad is used for each team in the ensuing match. Take care to follow the text prompts so that in 2-player matches each team correctly presses the START button when prompted.

tactigrid

This is where the team and their formation for the match are decided. There are functions below the tactigrid you can choose for any player to carry out:

Penalty Taker
Def. Free Kick
Att. Free Kick
Substitute 1
Substitute 2
Sub. Keeper

You change these throughout the game on entering the tactigrid by selecting a player and clicking on the appropriate function. Use the Control Pad to move the arrow cursor around and Button A, B, X or Y to select an item (button or player, etc.). Any time that there is a break in play you can access your team's tactigrid (to make a substitution or change formation). To do this, press Button Y and Button B simultaneously.

squad

SQUAD

This is a list of all players selected to take part in the match including subs. Each player has the marker "<<" to the right of their name.

FORMATION

The formation is an 11 x 9 grid with a larger goalkeeper area at the top. Each of these squares represents an area of game pitch. The grid is sectioned into 3 distinct divisions, shown by different shades of green. These regions represent, from top to bottom, Defence, Midfield and Attack. To the right of each division you will see an area coloured red, each containing 3 small instruction symbols.

By placing the "Shirt Numbers" of the grid in one of the 3 regions, players will then be made to Defend, Attack or play in Midfield. Adjusting a player's position along the horizontal axis causes the player to line up in that area of the pitch, whilst adjusting their height within the region gives the player specific instructions on how to play within that role, depending on the corresponding instruction symbol.

instruction symbols

INSTRUCTION SYMBOLS

There are 3 different instruction symbols, Defence Region, Midfield Region and Attack Region.

DEFENCE REGION (TOP)

The standard defender position instructs the player to stay back at all times.

Instructs the player to move up field when your team is on the attack, in order to support midfield and strikers. The player will move to the midfield region.

Similar to the above instruction, moving the defender up field, all the way into the attacking region. Can leave defence severely under-manned should you be caught with a quick counter-attack. As these players are placed within the defence region, they will always return to their original defensive positions when required.

MIDFIELD REGION (MIDDLE)

Instructs a midfield player to move back when your team is defending in order to help the defenders.

instruction symbols

The standard midfield position. The player will linger around the middle of the field in order to make passes up field, or crucial tackles.

Instructs a midfield player to move up field when your team is on the attack, in order to support the strikers.

ATTACK REGION (BOTTOM)

Instructs the attacker to move down field when your team is defending, in order to help out defence. Can lead to an undermanned attack, should the ball be cleared.

Similar to the above instruction, moving the attacker down field, through to the midfield area only.

The standard attack position. The player will linger up field waiting for passes from defence or midfield.

MOVING PLAYERS

To move a player around the grid, click on their number to highlight the player's name, then click the square you want to move the player to.

attack region

You can also swap the positions of 2 players by highlighting one player and clicking on another player.

In the pre-match tactigrid only, you can change the selected team by highlighting a non-selected player (in the squad area) and clicking on an occupied square of the formation grid. The player will then replace the team member in that square.

ATTACK REGION (BOTTOM)

There are 8 buttons at the bottom right of the screen: Stats, Pick Best, Next Formation, Prev Formation, Push Back, Push Up, View Opposition, Exit.

STATS

This button shows the statistics for the currently highlighted player:

Speed	Passing
Stamina	Tackling
Aggression	Intelligence

Shot Power	Fitness
Shot Accuracy	Handling (goalkeepers only)
Ball Control	Positioning (goalkeepers only)

pick best

PICK BEST

This will choose what the computer considers to be the best team for the formation (only available before a match).

NEXT FORMATION

There are a number of pre-defined formation grids for common playing formations. You can cycle through them with this button.

PREV FORMATION

Cycle through the pre-defined formations in the other direction. These 2 buttons only change formation, the selected team remains unchanged.

PUSH BACK

All players move back one row but will not move outside their region (i.e. defence, midfield, attack).

PUSH UP

All players move forward one row but will not move outside their region (i.e. defence, midfield, attack).

view opposition

VIEW OPPOSITION

Allows you to see the starting formation of the opposition team and look at the players' stats (only available before a match).

EXIT

Click on this when you are happy with the set-up of your team.

CREDITS

Programmer - Andy Ware
Graphic Artist - Neil Adamson
Testing - Ocean QA

Manchester United Championship Soccer is an officially licensed MUFC product. It is not endorsed by any other Company, Body or Individual depicted within the game.

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Ocean Europe Ltd.
2 Castle Street, Castlefield
Manchester M3 4LZ
England

OCEAN EUROPE LTD.

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2 CASTLE STREET
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